

This document contains Model statistics for the **Black Wolf**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0

Black Wolf Universal Rules

- In some places, the Black Wolf is abbreviated as BW in the Force Guide.

Black Wolf Commodore Rules

Commodore Traits

- Black Wolf Commodores may always take the Spy Master Command trait instead of making a roll on the Command Trait table.
- Black Wolf Commodores (including Competitive Commodores) may exchange any Command Trait they have generated for the following trait:
- One Careful Owner: Persistent – When generating your force list a Black Wolf fleet may include a single Large model chosen from any non-Russian Coalition or non-Covenant of Antarctica Force list. This carefully purloined model is governed by the following rules:
 - This Model may never count as part of the Core Force, or towards any minimum requirements in the Force in general.
 - The Model retains any MARS, Munitions etc. that were part of its Profile, except those noted below.
 - The Model changes its Crew Type to Elite.
 - Any Support Aircraft Wings that are normally found accompanying the Model (using the Carrier or Squadron Support MARS) change to Black Wolf Fleet Support Aircraft Wings instead.
 - The Model may not deploy any additional Models due to the Squadron Support MAR.
 - The Model gains Strategic Value (50) Model Assigned Rule in addition to any other MARS. If the Model already has a Strategic Value, it increases the number listed in the brackets by 50!

Mercenaries

- Black Wolf Models may not be taken as allies by fleets selected from the Grand Coalition Super-Block

BLACK WOLF

SPECIALIST GROUP SQUADRONS


The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:


Brigante Squadron


The Squadron **MUST** contain:


1x Nemesis Battle Cruiser (Parent Model)


+1x Wraith Small Airship (Attached Models)


Black Wolf		Death Bringer				Points	165		
Large Submarine					Crew Type: Elite				
					Large Naval Capital Diving Model				
					Minimum Move: 2"				
					Turning Template: 45-Degrees				
					Turn Limit: 0"				
					Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	15	13	-	-	6	8	6"	7	
Fore Torpedoes (T)	-	12	11	10	AP	AA	CC	IR	
-	-	-	-	-	9	5	7	6	
-	-	-	-	-					
MAR:	Ablative Armour (+2), Re-Enforced Bulkheads, Sharp Turn, Strategic Value (50)								
Options:	The Model has an Internal Kinetic Generator for no additional points The Model has the Devastating (Fore Guns) Munitions Type The Model has the High Payload (Torpedoes) Munitions Type								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc								


Black Wolf		Nemesis				Points	120		
Battle Cruiser					Crew Type: Elite				
					Medium Naval Capital Model				
					Minimum Move: 2"				
					Turning Template: Medium				
					Turn Limit: 0"				
					Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Main Turrets (P)	13	11	-	-	5	7	7"	6	
P/S Broadside (S)	7	7	4	-	AP	AA	CC	IR	
Rocket Battery (T)	8	9	10	-	7	5	5	4	
-	-	-	-	-					
MAR:	Ablative Armour (+1), Combat Patrol, Strategic Value (25)								
Options:	This Model has an Internal Kinetic Generator for no additional points This Model has the Devastating (Main Turrets) Munitions Type This Model may replace the Rocket Battery (T) for ONE of the Following: An External Dilation Field (8") Generator for an additional +10 points. An External Guardian (2, 8" Protective=1) Generator for an additional +10 points.								
Weaponary Arcs:	ONE Main Turret (P) has a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc The ONE Rocket Battery (T) has a 360-degree Fire Arc The P/S Broadside (S) have a Broadside Fire Arc								


Black Wolf		Manticore				Points	115		
Support Skimmer					Crew Type: Elite				
					Medium Naval Capital Surface Skimming Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	10	8	-	-	5	7	5"	6	
Rocket Battery (T)	8	9	10	-	AP	AA	CC	IR	
Main Turret (P)	13	11	-	-	7	6	4	4	
-	-	-	-	-					
MAR:	Ablative Armour (+1), Combat Coordinator (BW, 8", Sustained Fire [Fore Guns, 1]) Combat Patrol, Squadron Support (BW, Reaper Attack Subs, 6), Strategic Value (25)								
Options:	The Model has an Internal Kinetic Generator for no additional points The Model has the Devastating (Fore Guns) Munitions Type. This model may replace the Rocket Battery (T) for ONE of the following: A Main Turret (P) with Devastating (Main Turret) Munitions Type for +20 points An External Dilation Field (8") Generator for +10 points.								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc The ONE Rocket Battery (T) has a 360 degree Fire Arc The ONE Main Turret (P) has a 270-degree Fore Fire Arc								


Black Wolf		Cyclops				Points	75		
Assault Cruiser					Crew Type: Reckless				
					Medium Capital Naval Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 2-3				
RB	1	2	3	4	DR	GR	MV	HP	
Main Turret (P)	13	11	-	-	4	6	7"	5	
Rocket Battery (T)	5	6	7	-	AP	AA	CC	IR	
-	-	-	-	-	4	3	3	3	
-	-	-	-	-					
MAR:	Ablative Armour (+1), Terror Tactics (1)								
Options:	This Model has an Internal Kinetic Generator for no additional points cost This Model has the Devastating (Main Turret) Munitions Type This Model has the Lethal (Rocket Battery) Munitions Type								
Weaponary Arcs:	ONE Main Turret (P) has a 270-degree Fore Arc of Fire ONE Rocket Battery (T) has a 360-degree Arc of Fire								

Black Wolf		Fury				Points	25		
Frigate					Crew Type: Reckless				
					Small Naval Model				
					Minimum Move:		2"		
Turning Template:		Small							
Turn Limit:		0"							
Squadron Size:		2-4							
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	5	4	3	-	3	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	1	
-	-	-	-	-					
MAR:	Attachment (BW, Naval Medium, 3), Small Target								
Options:	The Model has the Devastating (Fore Guns) Munitions Type.								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc								


Black Wolf		Reaper				Points	10		
Attack Submarine					Crew Type: N/A				
					Tiny Naval Diving Model				
					Minimum Move:		0"		
Turning Template:		360-Degrees							
Turn Limit:		0"							
Squadron Size:		Squadron Support Only							
RB	1	2	3	4	DR	GR	MV	HP	
Fore Torpedoes (T)	4	-	-	-	3	-	11"	1	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	0	0	1	0	
-	-	-	-	-					
MAR:	Difficult Target, Elusive Target								
Options:	None								
Weaponary Arcs:	The Fore Torpedoes (T) have a Fixed Channel Fore Fire Arc								

Black Wolf		Retribution				Points	170		
Sky Fortress					Crew Type: Elite				
					Massive Capital Aerial Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	12	10	-	-	6	8	5"	8	
Rocket Battery (T)	8	9	10	-	AP	AA	CC	IR	
Bomb Bays (T)	10	-	-	-	8	7	7	7	
-	-	-	-	-					
MAR:	Ablative Armour (+2), Carrier (6, 1X5 Wings), Fuel Reserves, Strategic Value (50)								
Options:	The Model has the Devastating (Fore Guns) Munitions Type. The Model has an Internal Kinetic Generator for no additional points The Model may replace a single Rocket Battery (T) for an External Dilution Field (8") Generator for an additional +15 points.								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc The TWO Rocket Batteries have a 360-degree Fire Arc The TWO Bomb Bays have a 2" Range and 360 degree Fire Arc								

Black Wolf		Chimera				Points	80		
Medium Airship					Crew Type: Elite				
					Medium Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 2-3				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Guns (S)	6	5	-	-	4	7	9"	5	
Rocket Battery (T)	6	7	8	-	AP	AA	CC	IR	
-	-	-	-	-	5	3	2	3	
-	-	-	-	-					
MAR:	Advanced Engines (+2"), Hunter (Aerial, Rockets, +1)								
Options:	The Model has the Devastating (Fore Guns) Munitions Type.								
Weaponary Arcs:	The Fore Guns (S) have a Fixed Channel Fore Fire Arc The Rocket Battery has a 360-degree Fire Arc								

Black Wolf		Wraith				Points	30		
Airship					Crew Type: Elite				
					Small Aerial Model				
					Minimum Move: 4"				
					Turning Template: 45-Degrees				
					Turn Limit: 0"				
					Squadron Size: 2-4				
RB	1	2	3	4	DR	GR	MV	HP	
Turret (S)	4	3	-	-	3	6	14"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	
-	-	-	-	-					
MAR:	Small Target								
Options:	None								
Weaponary Arcs:	The Fore Turret (S) have a 270-degree Fore Fire Arc The Aft Turret (S) have a 270-degree Aft Fire Arc								

SUPPORT AIRCRAFT SQUADRON RULES						
AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	2	Acrobatic Pilots, Hunter (Aerial +1)	2	1
DIVE BOMBER	12"	3	1	Acrobatic Pilots Hunter (Surface +1)	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving, +2)	2	1
<p>Black Wolf Aces: The following Support Aircraft Squadrons in the Black Wolf Fleet Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighters and Dive Bombers</p>						

Black Wolf		Forward Landing Field				Points	115		
Universal Fortification					Crew Type: Non-Combatant				
					Massive Universal Fortification Model				
					Minimum Move: 0"				
					Turning Template: 0				
					Turn Limit: 0"				
					Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	6	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	5	2	8	
-	-	-	-	-					
MAR:	Carrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable								
Options:	None								
Weaponary Arcs:	ONE Quad Turret (S) has a 270-degree Fore Fire Arc ONE Quad Turret (S) has a 270-degree Aft Fire Arc								